TIMENET

The TIMEX Canada Computer Club Newsletter

Volume 1 FREE SAMPLE

for Timex Canada Computer Club Members

TimeNet Features

Every member of the Timex Canada Computer Club will receive eleven issues a year of TimeNet, the club's official newsletter. In every issue of TimeNet there will be special features.

In the Programme Printout section, there will be at least four listings for you to use. A listing is a set of instructions, sequentially organized, ready for typing into your computer. Explanations will be provided so you will understand and learn from the printouts as well as play the games. Each printout will be complete, simple and specially designed for the Timex computer.

What's new and good in software for your computer? Read the software reviews in every issue of TimeNet. Our reviewers will try out at least four new pieces of software every month. You will get the benefit of their experience and knowledge. Now you can know before you buy what a programme or game will be like. In this free sample issue, seven tape cassette programmes are reviewed for you.

Add-ons can make your inexpensive T/S1000 a computer to be reckoned with. But what add-ons are the right ones? TimeNet will look at different pieces of hardware in every issue. In this issue we examine the Timex printer, the 2040.

Book reviews, features, programming aids and much more will be part of every copy of TimeNet. Every member of the Timex Canada Computer Club automatically will receive every issue of TimeNet. To join the club, complete the coupon on the back page of this issue.

MEMBERS GET SPECIAL BONUS OFFERS

This is a free sample issue of the Timex Canada Computer Club's newsletter, TimeNet. To receive this newslettter regularly, you must join the Timex Canada Computer Club. The cost is only $14.95. With your membership you will receive $52.96 in coupons redeemable for Timex software. But that's just the beginning!

Every issue of TimeNet will contain a money saving offer. In fact, during the first year alone, members will be able to save over $200 through TimeNet bonus offers. And there's more!

As part of your membership in the Timex Canada Computer Club, you will receive your TimeNet membership card entitling you to further discounts at participating stores across Canada.

To take advantage of all the great bonus offers given by Timex Canada Computer Club, you must join. Use the membership form on the back page of this issue! Join now to receive your $52.96 cash rebate coupons.

TIMEX CANADA COMPUTER CLUB

Now that you have purchased a T/S1000, let us invite you to join the Timex Canada Computer Club (TCCC). Besides receiving this newsletter every month (11 issues a year) each member will get many special, money-saving bonuses. The details of the club and its membership advantages are detailed throughout this free copy of TimeNet.

Let us at Timex Canada Computer Club be the first to congratulate you on your choice of computers and to welcome you into the world's largest personal computer owners group. More people own a Timex Sinclair or ZX81 computer than any other personal computer in the world!

TIMENET AVAILABLE IN FRENCH

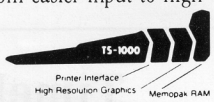
Le Timenet est disponible en français en format photocopié. Si vous désirez recevoir la version français, veuillez l'indiquer sur la formule d'inscription à la page arrière de cette publication.

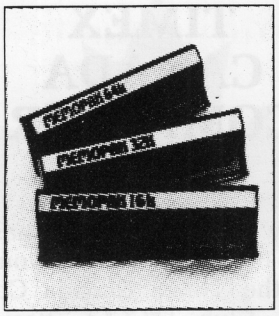
FREE SAMPLE COPY

MEMOTECH Add-Ons

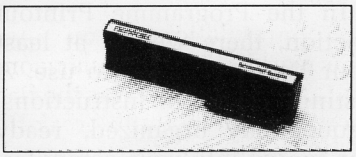
Explore the Excellence of Your Timex-Sinclair.

If you own a TS-1000 or ZX-81 computer and want to bring out the power within it, you'll want Memotech. From easier input to high quality output and greater memory, Memotech makes the add-ons you demand. Every Memotech peripheral comes in a black anodized aluminum case and is designed to fit together in "piggy back" fashion enabling you to continue to add on and still keep an integrated system look.

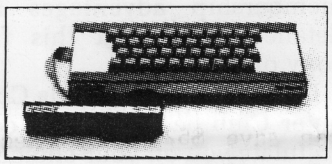




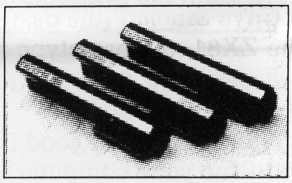
MEMOPAK RAM All Memopak RAMs are directly addressable, user transparent, are neither switched nor paged and no additional power supply is required. You can also choose the Memopak RAM which is just right for your needs. From economy to power. **16K RAM** The Memopak 16K RAM is the most economical way to add memory to your TS-1000. It is fully compatible with the Timex or Memotech 16K RAMs to provide you with up to 32K of RAM. The 16K RAM also offers additional add-on capabilities through its "piggy back" connection. **32K RAM** The 32 K Memopak enables you to execute sophisticated programs and store large data bases and like the 16K RAM is fully compatible with Timex's or Memotech's 16K RAMs to give you a full 48K of RAM. **64K RAM** The 64K Memopak is powerful enough to turn your TS-1000 into a computer with capabilities suitable for business and educational use. It accepts such BASIC commands as 10 DIM A (9000). **MEMOCALC** Memocalc, our spreadsheet analysis software, enables TS-1000 users to perform complex number crunching routines with ease. With the 64K RAM a table of up to 7000 numbers with up to 250 rows or 99 columns can be specified. Quick revisions can be achieved by entering new data to your formula.



MEMOTECH KEYBOARD For ease of operation, the Memotech keyboard is a high quality standard typewriter keyboard, with TS-1000 legends. The keyboard is cable connected to a buffered interface which is housed in a standard Memopak case and plugs directly into the back of the TS-1000 or other Memopaks. **MEMOPAK HRG** The Memopak High Resolution Graphics, with up to 192 by 248 pixel resolution, enables display of high resolution "arcade game" style graphics through its resident 2K EPROM, programmed with a full range of graphics subroutines.



CENTRONICS PARALLEL AND RS232 INTERFACES Memotech's Interfaces enable your TS-1000 to use a wide range of compatible printers. The resident software in the units gives the complete ASCII set of characters. Both Memopak Interfaces provide lower case character capabilities and up to 80 column printing. The RS232 Interface is also compatible with modems and terminals.



NEW! Additional plug-in EPROM software from MEMOTECH

MEMOTEXT (Word Processor) - brings commercial standards of text editing to your TS1000/ZX81 computer.

MEMOPACK ASSEMBLER - Designed for users who want to roll up their sleeves and precisely control the power of their TS1000/ZX81. It allows you first to code and edit a source program, then assemble it into machine code. Write flexible and economic programs, tailor-made to your own needs.

MEMOTECH products and I.P.S. Software are available from:

Altair Electronics,	660 Progress Ave.	**Kingston, Ont.**	**384-3876**
Creative Computer Mart,	2 Carnation St.	**Halifax, N.S.**	**477-7725**
Compucentres -	All locations	**For location nearest you call:**	**(514) 354-3810**
Data Bay Ltd.,	2826 Arthur St. East	**Thunder Bay, Ont.**	**623-1955**
Focus Scientific	209 Rideau St.	**Ottawa, Ont.**	**236-7767**
Gladstone Electronics,	1736 Avenue Rd.	**Toronto, Ont.**	**787-1448**
Hometech Computer Shop,	113220 Idylwyld Dr. South	**Saskatoon, Sask.**	**244-0222**
La Place,	2050 St. Lawrence	**Montreal, P.Q.**	**288-7755**
Loutet Computer Services,	1311 Jubilee St.	**Duncan, B.C.**	**748-4413**
Micro Computer Clinic,	327 Pine St.	**Naniamo, B.C.**	**753-0983**
New Wave Computers,	7 Montreal Rd.	**Cornwall, Ont.**	**937-0043**
Orion Electronics,	40 Lancaster St.	**Kitchener, Ont.**	**576-9902**
SDS Technical Devices,	471 College St.	**Winnipeg, Man.**	**589-7507**
Sonic Northern Ltd.,	298 Elm St. East	**Sudbury, Ont.**	**674-0764**
Video Connection,	40 North St.	**Bridgewater, N.S.**	**543-8935**
West World Computers,	10805 82nd Ave.	**Edmonton, Alta.**	**439-3971**

Distributed by: EDG Electronic Distributors Inc. **Dealer enquiries welcome (416) 636-9404**

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WELCOME TO TIMENET

A new computer in Canada gets a new Canadian User Club

Congratulations! You own the world's most popular computer. The T/S1000 was the first personal computer to break the $100 barrier in North America (the Smithsonian Institute took it into its permanent collection to honour that fact).

Clive Sinclair (the designer of the ZX81, the prototype for the T/S1000) received a knighthood in 1983 for his outstanding contribution to personal computing.

Clive believes everyone should be able to afford a personal computer. Timex, has made that possible in Canada.

To help you get the most from your computer, Timex Canada has endorsed this new user club. When you join this club you become part of a nation wide network of people like yourself who own Timex computers.

Whether you are a beginner in computers or an accomplished programmer, your club membership, which includes the monthly newsletter, will give you the information you need to make the best use of your computer. Whatever your interests, to learn about computing, to entertain and educate yourself and your family, to manage your home and business more efficiently, to keep in touch with other Timex computer users, or to keep up to date in what is new in Timex computers, you will find the newsletter an important computer add-on.

Club members will be kept informed on world news about Timex computers but with a specific focus for the Canadian User.

Welcome to the world of exciting Timex computing and welcome to your own Timex Canada Computer Club.

This Free Sample Issue of TimeNet Given by Timex

This first issue of TimeNet, the Timex Canada Computer Club newsletter is provided free by Timex and the computer club. To receive this newsletter regularly, join the club by filling out the coupon on the back page.

Every club member receives eleven issues of TimeNet a year. As well as money-saving special bonus offers will be made to club members every month.

This month, club members can save $52.96 on selected Timex software cassettes. T/S1000 owners who join the club receive $52.96 in cash rebate coupons from Timex. To become a member, fill out and mail the coupon.

CONTENTS PAGE

Don't Panic 3
What to do when something goes wrong

10 Commandments to Good Programming 4
Some helpful hints to save you problems

Software Reviews 8
6 software programs rated

Canadian Timex User Resources 1
Where to buy what you need

Program Printouts 9
5 programs you can use right now

Letters 14
Your voice is heard

Bonus Offer 2
Members get $52.96 cash refund

Those Cursors 17
What the screen symbols mean

Book Review 14
A $3.95 bargain

CANADIAN RESOURCES

Support is available in Canada for Timex Computer Owners!

Now that you own a T/S1000 computer, what next? Where do you go for information, help, and support products? What's available? There is a large and growing support system available in Canada.

Cont'd. on page 2.

GREAT SUPPORT FOR CANADIAN TIMEX USERS

(Cont'd. from page 1)

Canadian Resources

BOOKS & SOFTWARE

There are more than 20 books on uses of the Timex computer currently in print!

Major book stores, such as W.H. Smith and Coles, carry a limited range of titles, and they are good places to start for introductory books. For a more comprehensive selection, though, we recommend you visit your local computer store.

Don't be frightened off by any preconceived idea you may have about computer stores! They are generally *not* frightening places. Most of them, in fact, are very "user-friendly" (to borrow a computer phrase). For an in-depth selection of titles, they are *the* place to shop.

The same goes for software cassettes. Mass-merchandise outlets (such as department stores, catalogue outlets and discount houses) usually carry a limited range of the most popular titles, which are often games.

Computer shops carry a much wider selection of software for applications as diverse as education, programming, house and business management, engineering, mathematics, and many more.

There are more than 100 software titles for the T/S1000 currently sold in Canada. Timex alone makes more than 40. International Publishing & Software, a Toronto publishing company, have another 45 being sold in Canada and the U.S.

If you cannot locate a store in your area that supports the T/S1000, drop us a line and we will put you in touch with the closest one to you!

OTHER SUPPORT

Gladstone Electronics, Toronto, was the first company in Canada selling Sinclair products. They publish a 32 page catalogue of software, books, and hardware expansion devices for the T/S1000. It is available free by writing to 1736 Avenue Rd., Toronto, Ontario, M5M 3Y7.

Timex has a toll-free telephone line for questions about the use of the computer. Call to get immediate answers.

There are two magazines widely available on newsstands to support the T/S1000. *Timex Sinclair User* is a monthly magazine with an emphasis on easy-to-understand applications for the computer. *SYNC* is bi-monthly and is aimed more at technical users.

Watch this column regularly for information on support products in Canada for Timex computers!

MEMBERS GET BONUS

Join the Club and Receive 50% off Selected Timex Software

Charter members of Timex Canada User Club will be able to take advantage of an unbelievable offer. On your behalf, the Club has negotiated the following special membership joining bonus from Timex Canada.

1. You join the club for $14.95 by filling out the coupon on the back page.
2. You receive cash rebate coupons from Timex worth $52.96 for Timex software tape cassettes.

This offer is being made only to Timex Computer Club members in Canada. The coupons will be redeemable at any time. If you have already purchased the software cassettes you can still use the coupons to get $52.96 in cash back from Timex.

This offer gives charter members the chance to actually get more than three times their membership fee back. To join the club and get your $52.96 worth of cash coupons, fill out and mail in the coupon on the back page .

Special offers for members

Every month members receive many different bonuses. Here are a few:

1. Money-saving offers worth at least $15 every month.
2. Minimum guaranteed savings to club members in the first year of at least $200. These savings will be offered only to club members and will be on the most popular products to enhance your Timex computer.
3. Advance information on the new technology being developed for your computer by Timex.
4. Up to date information on the newest and best software available.
5. Help in setting up your own User Club.
6. A club membership card that entitles you to special money-saving offers through the newsletter and participating suppliers. Check the back page to see how you can join the official Timex Canada Computer Club.

Don't Panic

If you are experiencing problems, relax. Don't Panic! If things are not happening exactly as you thought they should, stay cool. Don't Panic! If you're just about ready to throw your hands up in despair, keep calm. Don't Panic!

You own the world's most popular, personal computer. It is designed for easy and enjoyable use. But like all electronic devices, it requires patience at the beginning. All worthwhile activities take a little work and a little learning.

Before anything else, if you are having a problem go through this check list.

Problem ▷	Try This
Nothing is happening on my TV screen at all. ▷	1. Be sure the power pack is plugged into a wall socket and into the T/S1000. 2. Be sure the TV is plugged in and turned on. 3. Hook your T/S1000 to your TV.
Everything is set up but I don't know what to do next. ▷	1. Start at the beginning of your manual and work slowly through it. 2. Type in one of the programs listed on pages 9 to 12. Follow the instructions and you will soon have a game to play. 3. Use a pre-recorded program called software. Different types of software are available from file systems to games. Follow the LOADing instructions on the cassette and things should be fine.
Nothing will LOAD or SAVE. ▷	We have listed 10 ways to help you get good SAVEs and LOADs. They are on page 4. Read them over.
Everything looks fine except there is no cursor, K, on my screen. ▷	1. Are you tuned to the correct channel? 2. Check to be sure you have attached the wires to the correct screws. (Your manual describes this very well.) 3. What TV model are you using? These TV's don't work with the T/S1000: Zenith: #SN1973, #S41926, #Y1908. Teknika: #3249, #3349, #3439.
General problems ▷	Join the User Club and write to "HELP" for answers.
Starting up a computer for the first time may bring some frustration. We advise to go slow and Don't Panic!	

The 10 Commandments For Good Programming

1. Use The Right Equipment

For best results in loading or saving programmes use one of the tape recorders recommended by Timex themselves. Every computer has its own likes and dislikes when it comes to sending and receiving computer signals. These makes and models "talk" and "listen" to your T/S1000 best:

General Electric: #35015, #35305, #3-5152B and the Silhouette 4-35152

Lloyds: #V1808

Panasonic: #2107-D, #CRQ-30945, #RX-12500

Radio Shack: #CTR-57, #CTR-61, #26-1206

Realistic: #14-812

Sanyo: #TCM-737

Windsor: #M-2260

It would be great if Timex produced their own tape recorder. That would certainly solve the tape recorder problems.

2. Keep Your Equipment Clean

Computer signals being sent or received by your tape recorder pass through the recorder's "heads". After a while, these heads develop dirt on them in the form of dust or a residual magnetic field. Either could ruin a SAVE or LOAD. There are a great many cleaning kits sold for tape recorder heads. All do their job; it's up to you to do your job and use them.

3. Connect Your Computer Correctly

There are two wires that connect your computer to your tape recorder. One is used for LOADs (ear to ear) and the other for SAVEs (jack to jack). While you are using one, unplug the other. Somehow when both are plugged in, they interfere with each other. That could ruin the LOAD or SAVE.

4. Get The Correct Volume Setting

You have the correct tape recorder, you have all your wires hooked up correctly and you still can't get a good LOAD. Check the volume setting on your tape recorder. Start at about ¾ the maximum setting. If that works, great, leave it there. If you still have a problem, adjust it up about ⅓ of a unit and try again. Continue to adjust the volume up or down until you hit upon the right one. Usually ¾ works well, but you may have to "play around" a bit until you find the ideal setting for your set-up.

5. Avoid Other Electrical Appliances

Electrical appliances create an electrical field around them. Using your computer near or in this field could wreak havoc with your LOADs and SAVEs. These electrical fields are enhanced through metal, so work on a non-metallic surface. A wooden table is best.

6. Use New Tapes Now And Then

Tapes do wear out. You can't use the same tape forever. If a tape develops a "bald" spot, you won't know it but it could cause continued grief for you as you try to LOAD and SAVE programmes.

7. Watch Where You Start

The recording tape in your cassette case may not start recording right at the beginning of the tape. There is often a leader or a section of non-usable tape at the start. Be sure to wind past this leader before using the tape. Usually recording tape is brown. Be sure it's recording tape and not leader that you are starting on.

8. Secure The Parts

It can be very frustrating to start a LOAD or SAVE only to have it ruined or lost because a lead or RAM pack came loose. If you have a 16K RAM pack attached, be sure it is secure and doesn't jiggle. Use velcro, tape, or elastic bands, but keep it on and in place. For the wire leads you must be very careful around them. Banging, shoving or moving your computer raises the risk of losing whatever program you had in it.

9. Clean Up Your Picture

If you are using some type of switching device to hook your computer up to your TV, you may be experiencing a blurry picture. We found this can be cleaned up by attaching the computer directly to the TV. Clean the ends of the hook-up wire to expose the bare wires. Attach those two wires directly to the screens on the back of your TV. This often results in a much sharper, cleaner TV picture.

10. Save Your Sanity And Save Often

A good programmer knows that computer problems happen. You could have been working on putting a program into your machine or creating a new one for hours. Suddenly, the screen goes blank and you're fit to be tied. Hours of work lost! You can't avoid having some problems. Everybody gets them. But if you SAVE what you're working on every half hour, then the most you can lose is ½ hour's work. Just keep a file of the SAVEs as you go along. For example, if you are creating a file system you could label the SAVEs, F1, F2, F3 etc. The last number being the latest SAVE hence the most up to date version. When the work is complete, keep 2 or 3 copies of it and you can use the other tapes again.

The Timex 2040 Printer

A truly affordable computer printer that is fast and good

When Timex launched its computer, the company was determined to provide top quality peripherals at affordable prices. The 2040 printer completely lives up to that description.

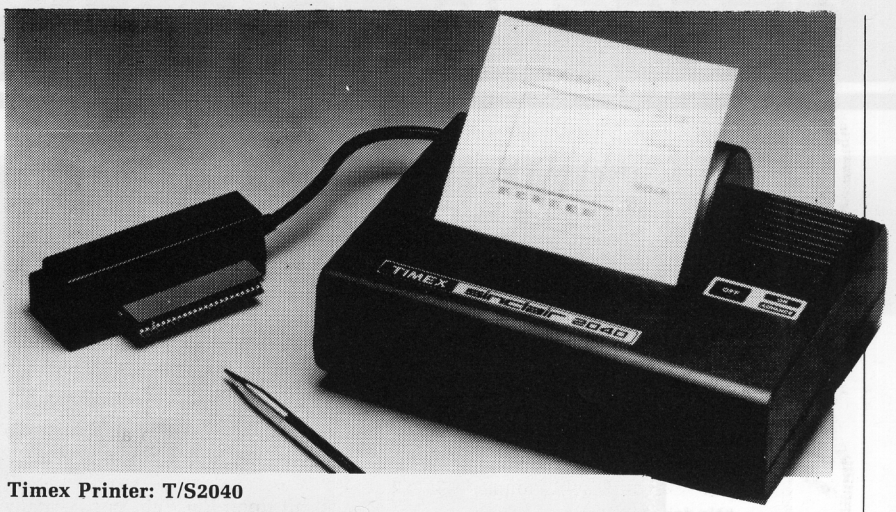
The 2040 works on special paper because it is a thermal printer. This paper is greyish but the characters printed on it are black, clear and sharp (the program printouts on pages 9 to 12 were done on the 2040). The printer uses no ribbons or inks. The only replaceale part is the paper you use up.

The machine itself is small, only 7¾ inches wide, 5½ inches deep and 2 inches high. The paper comes in 82 foot rolls and is 4⅓ inches wide. There is a simple plug that fits into the back of your computer and its ready. The power for the printer comes from the computer so no separate power supply is needed.

The 2040 is truly a little wonder. It reproduces every character you can put on the screen. Your Timex computer puts out 256 dots across the screen and 176 dots from top to bottom. Those 45, 056 dots (176 × 256) are accurately printed by you pressing only one key, COPY!

The Timex printer works quickly (32 characters a second) and quietly. For special printing needs, it will respond to LPRINT and LLIST inside a programme.

To make life even simpler, there are only two commands on the printer, OFF and ON/ADVANCE (the latter when held in place causes the paper to move forward). Loading the paper into the printer is incredibly easy! In fact, using the Timex 2040 was a simple delight.



Timex Printer: T/S2040

We could not find a problem to report, but in case you do, the 2040 comes with a 90 day complete warranty ... they even give you the first roll of paper free. What a great add-on for the T/S1000!

Warranty Card — Your Guarantee of Trouble Free Computing

Inside the package your computer came in is a warranty card. We strongly recommend you complete it and send it in to TMX Canada Inc., 635 Hood Road, Markham, Ontario L3R 4N6. If anything is going to go wrong with your computer, it is most likely to happen soon after you start using it. Most computers, if they run well the first month or so will give long and dependable use. It is to your advantage to make Timex responsible for those first few months of your computer's life.

If your computer does stop working, don't try to fix it yourself — unless you're prepared to accept full responsibility for completing the job. That's the main rider on the guarantee; if you tamper with the machine, the warranty is over.

An important feature of the computer's guarantee is that it is made by Timex themselves. They don't make you go back to your dealer and try to convince him he has to help you. Just send your computer directly back to TMX Canada and they will repair or replace your computer (depending on what's easiest for them). You pay only a $5 shipping cost. This guarantee is good for 90 days from the date you bought your machine. Timex promises reliable and prompt repairs.

WARRANTY

TMX Canada is ready to stand behind the T/S1000; now you have to do your part. Take the time to complete the form. Send it in. Take advantage of Timex's offer and free yourself from one more headache.

····WELCOME·NEWS·FROM·TIMEX·····

In this, the premier issue of TIMENET, Timex would like to extend a warm welcome to all Timex Sinclair 1000 and Sinclair ZX81 computer owners.

We would also like to take this opportunity to announce some exciting news. For those of you who have been anxiously awaiting, Timex peripherals and software products are now available wherever Timex Sinclair 1000s are sold.

Peripherals include the Timex Sinclair 1016 Random Access Memory Module for just $59.99, which allows you to extend your memory to 16K. In addition, there's the Timex Sinclair 2040 Personal Printer for just $134.99, which offers complete graphics and text printing capabilities.

And finally, there will be a wide variety of pre-programmed software cassettes (standard-sized) to choose from for entertainment, education, business and household use, priced from $13.99 to $27.99. Now how's that for welcome news!

TIMEX DOING FOR THE COMPUTER WHAT WE DID FOR THE WATCH.

TIMEX SINCLAIR 1000
SOFTWARE

THE ORGANIZER
- □ Records birthdays, anniversaries and other notable dates
- □ Easy access phone and address file
- □ Rapid change and update
- □ Ram requirement 16K
- □ **$24.99**

THE FLIGHT SIMULATOR
- □ Simulates control of highly maneuverable light aircraft
- □ Provides full controls and instrumentation
- □ Presents horizon view through cockpit window
- □ Teaches hazard evasion
- □ Instructs in use of navigation aids such as radio beam and radio compass
- □ Ram requirement 16K
- □ **$27.99**

VU-CALC
- □ Constructs, generates, calculates tabular financial material
- □ Structures detailed budget sheets
- □ Allows detailed financial analysis and projections
- □ Ram requirement 16K
- □ **$27.99**

MIXED GAME BAG I
- □ Three programs
- □ Ram requirement 16K

Bowling
- □ Controls "bail" from keyboard
- □ Updates score by frame
- □ Maintains game-long scores
- □ Displays strikes and spares graphically
- □ Provides extra 10th frame balls

Robot War
- □ Pits player against evil KORKON ROBOT
- □ Object to determine secret code within time limit
- □ Displays ROBOT opponents and laser attack

Bingo Caller
- □ Novel approach to all-time favourite game
- □ Calls Bingo Game at random
- □ Full display of numbers called
- □ **$13.99**

MIXED GAME BAG II
- □ Three Programs
- □ Ram requirement 2K

Memory Magic
- □ Try your skill and improve your memory

Concentration
- □ Try to remember the locations of characters the computer shows

Supermind
- □ Try to decipher the sequence of graphical characters
- □ Five levels of play
- □ **$13.99**

MONEY ANALYZER 1
- □ Two Programs: which can be used to help you save money or borrow money in an interactive method, and lets you examine your interest rate alternatives.
- □ Ram requirement 2K

Program I
- □ Savings, analyze your saving plan
- □ Establish goals and investigate how to attain them

Program II
- □ Loans, calculate loan repayments instantly
- □ Both one-time and monthly repayment schedules
- □ **$13.99**

FROGGER
- □ Written in fast efficient Z80 machine language
- □ Avoid the cars, trucks, turtles and snakes
- □ Hours of enjoyment
- □ Ram requirement 16K
- □ **$24.99**

HOUSEHOLD
- □ Keyboard Calculator/Screen Calculator/Checkbook Balancer $13.99
- □ The Budgeter $24.99
- □ The Loan/Mortgage Amortizer $19.99
- □ The Checkbook Manager $24.99
- □ The Coupon Manager $19.99
- □ The Stock Option Analyzer $24.99
- □ The Home Improvement Planner $19.99
- □ The Home Asset Manager $19.99
- □ Automobile Analyzer $19.99
- □ Real Estate Investment Analysis $19.99
- □ Personal Finance Planner $19.99
- □ Portfolio Analysis $19.99

ENTERTAINMENT
- □ The Challenger I $13.99
- □ Mixed Game Bag III $13.99
- □ Chess and Chess Clock $19.99
- □ Backgammon and Dice $19.99
- □ The Gambler $19.99
- □ The Cube Game $19.99
- □ Grimm's Fairy Trails $13.99
- □ Super Max $13.99
- □ Bigflap Attack $19.99
- □ Ram Runner $19.99
- □ The Puzzler $19.99
- □ Pinball $19.99
- □ Stock Market Game $19.99
- □ Fortress of Zorlac $16.99

BUSINESS
- □ Statistics $13.99
- □ Money Analyzer 2 $13.99
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SOFTWARE REVIEWS

Fast Action Makes This Game A Winner

Speedsnake

The game of Speedsnake is excellent for those who like fast action and simple controls. In this game, you are a growing snake . . . growing in both size and speed of movement. Your aim is to eat all the food presented on the screen. Unfortunately, you die if you run into a wall or into your tail. Just for fun, there are poisoned psion balls winging about which also can destroy you. A snake's life is never dull.

The 5 and 8 keys are used to control the snake's direction. After you have navigated the first and most simple maze and have eaten 32 pieces of food you move on to a more difficult one. Bonus points are scored if you can eat a cherry when it appears. A cherry only stays on the screen for a short period of time.

Speedsnake is an enjoyable and very challenging game. It has a total of 10 mazes, though I never got past level three. I found this to be one of the best games we have seen for the T/S1000. It requires 16K of memory.

Excitement for the Arm-Chair Pilot

The Flight Simulation

This is not a simple program. The main aspects of flying an airplane are all present. This means you have quite a few things to control all at once. These include Power, Fuel, Rate of Climb, Altimeters, Speed, Radio Direction Finding, Heading and Gear. The Radio Beacon, your Bearing and Distance are also displayed.

My family tried this one and for older children (12+) the concepts and the play are very good.

It's not something for everyone, but it is a fine program. The screen becomes the cockpit instrumentation, and the graphics are outstanding. Another top program.

The Maze Craze Goes On

Mr. Munchee

Mr. Munchee is the latest to enter the maze craze arena. This type of game remains very popular for home computer use. Mr. Munchee, written by an eighteen year old high school student, is one of the best of them. It combines very fast action with detailed graphics. The game has variable speed levels which you can change up or down at any time, though the game automatically gets faster the better you get at it. The three different mazes in the game will be a challenge to any player of any age.

Four trolls chase you through the twists and turns of the maze intent on your destruction. After you have eaten one of the bionic pellets, you have the power to chase and catch the trolls. You score 200 points for each troll you catch, 200 points for each bionic pellet you eat and 5 points for each dot you ingest.

Mr. Munchee can become addictive! The graphics are intriguing. Mr. Munchee's mouth opens and closes in the direction he is moving and the troll's eyes go dark when he eats a bionic pellet.

Classic Arcade Fun

Frogger

From the instant you finish the 4 minute, 15 second loading time you'll be as impressed by the graphics as I was. The game itself is very simple. Hop a frog across a street and a pond. The street has traffic; the pond has snakes, crocodiles and treacherous diving turtles. You may also meet a lady frog, insects or you may be awarded extra frogs.

There are five levels of difficulty. This will become one of the classic games. It deserves and achieves a top rating.

A Spread Sheet That's Easy to Use

Vu-Calc

The program calculates and displays tables of numbers and names. The grid is 26 × 36 of which 9 × 3 are displayed at a time. Needless to say, this is not a game program, but if you need to do financial analysis, budgets, or run data through complex calculations, this is definitely for you. The speed is adequate and the best use is made of the Sinclair's facilities. It takes some time though to get used to the commands and the new error codes, but this in no way detracts from the program itself. A business and home management must.

A Computerized Home Budget System

The Budgeter

This is a very complex program. Keep your wits about you (and a blank tape!) or you'll find yourself getting nowhere in a hurry.

You'll be able to set up actual amounts and proposed budgets for up to 18 accounts ranging from food through vacations. Once done, you can save your budget in about 4 minutes.

Yes you can change the names of any of the 18 accounts to match your needs. With practice and use of the instruction sheet, this will be just what you need to manage your home accounts. It certainly is useful and accomplishes just what it sets out to do. Home budgeting can now be done in a business-like manner.

Programme Printouts

A computer program is a set of instructions set out in sequence for your computer to follow. To help you make use of your computer immediately, we have provided you with five program printouts. We will publish new programme printouts in every issue of TimeNet.

Our listings each have four parts. A description of the program, an explanation of what the different sections of the program do, notes on how to key in the more difficult lines and the program itself.

Each line must be keyed in separately. At the end of each line, press ENTER. That sends the line into the computer's memory. It is not normal practice to put the word ENTER at the end of each line of a listing. You must remember to do it.

Take One Step at a Time

1. Don't leave anything out. Every comma, semi colon, period, or quote mark is essential. If one is left out, the computer will have insufficient information.
2. If an inverse S (reversed character S) appears, you have made an error at that spot. Compare what you have typed and what the programme printout shows. They must be identical.
3. Don't skip any steps. Every line is important. The computer can't "think". It can only follow orders. If your orders are incomplete, the computer will not know what to do.
4. Press ENTER after each line is completed.

These programme printouts together with the explanations and notes will help you understand not only the specific programme but programming a computer in general.

Programmes Welcome

Programme Printouts will be a regular feature of our Timex Canada Computer Club's newsletter. If you develop a programme you would like to share with other club members, send it along. We'd love to publish it (of course, giving you full credit). Mail your programmes very neatly written or on a tape cassette to:

Program Printouts
Timex Canada Computer Club
3948 Chesswood Drive
Downsview, Ontario
M3J 2W6
Happy programming!

DRAWING BOARD

Key this programme in exactly. Press ENTER after each line.

```
 10 CLS
 20 PRINT AT 20,0;"  5=LEFT 6=D
OWN 7=UP 8=RIGHT          C=CLEAR
 PICTURE"
 30 LET X=30
 40 LET Y=30
 50 LET Y=Y+(Y<43 AND INKEY$="7
")-(Y>5 AND INKEY$="6")
 60 LET X=X+(X<63 AND INKEY$="8
")-(X>0 AND INKEY$="5")
 70 PLOT X,Y
 80 IF INKEY$="C" THEN GOTO 10
 90 GOTO 50
```

You can use this programme to turn your TV screen into a drawing board. You direct your "pencil" by using these keys:

5 = draw left 7 = draw up
6 = draw down 8 = draw right

You will notice these keys have the arrows on them as aids. (1K)

EXPLANATION

Line Number	Purpose
10	tells the computer to clear the TV screen
20	prints at the bottom of the screen what keys 5, 6, 7 & 8 will do
30	tells the computer the column width
40	tells the computer the row width
30 & 40	together set the limits of the screen
50	if you press 6 or 7 and the row is within the screen limits, the computer moves the row by one, either up or down
60	same as 50 but moves left or right
70	make a mark on the screen at the right point (row = y, column = x)
80	if "C" is pressed then go to line 10 and clear the screen to get ready to draw again
90	go to statement 50 to see where to move next

Note:
INKEY$ — you keep the SHIFT key depressed then press the FUNCTION key (ENTER) and with SHIFT still held down press the B key.

DICE THROW

This program cleverly uses the computer to roll a die. It is printed on the screen and is constantly and randomly changing its numbers. You press any key and the die stops at that number. You get ten rolls and the computer takes ten rolls. The higher total wins.

EXPLANATION

Line Number	Purpose
10 & 11	initialises the variables
20	prints the rules of the game
25 to 60	this is the part of the program that gives you and the computer the ten rolls and it keeps the score
180 to 199	this is the routine that makes the roll of the die random
200 to 255	this tells the computer how to print each face of the die

Note:
RND — press SHIFT and FUNCTION (ENTER): keep the SHIFT held down press the T key
GOSUB — press the H key
* — press SHIFT and FUNCTION release SHIFT then press B
INKEY$ — see Drawing Board programme
[1] — press the SHIFT key and the 9 key; release the SHIFT key and everything you type now will be in Graphics mode. To leave the graphics mode press ENTER.

Key this programme in exactly. Press ENTER after each line.

```
  10 LET M=0
  11 LET Y=0
  20 PRINT AT 0,2;"HIGHEST SCORE
 IN 10 ROLLS WINS";AT 2,5;"  YOU
      ME  "
  25 FOR I=1 TO 10
  30 PRINT AT 3,6;M;AT 3,19;Y;AT
 16,11;"YOUR ROLL."
  35 GOSUB 180
  40 LET M=M+D
  45 PRINT AT 3,6;M;AT 16,10;" M
Y ROLL.      "
  50 GOSUB (200+10*INT (RND*6))
  55 LET Y=Y+D
  60 NEXT I
 100 STOP
 180 PRINT AT 18,0;"PRESS ENTER
TO STOP THE DICE."
 185 PRINT AT 9,12;"  DICE  ";AT 1
0,12;"▛     ▜";AT 11,12;"▙     ▟";
AT 12,12;"  ▀▀▀▀▀  "
 190 GOSUB (200+10*INT (RND*6))
 192 IF INKEY$="" THEN GOTO 190
 199 RETURN
 200 PRINT AT 10,13;"   ";AT 11,
13;"   "
 202 LET D=1
 205 RETURN
 210 PRINT AT 10,13;" .  ";AT 11,
13;"    "
 212 LET D=2
 215 RETURN
 220 PRINT AT 10,13;".   ";AT 11,
13;"  .  "
 222 LET D=3
 225 RETURN
 230 PRINT AT 10,13;".. ";AT 11,
13;"  "
 232 LET D=4
 235 RETURN
 240 PRINT AT 10,13;"...";AT 11,
13;"  "
 242 LET D=5
 245 RETURN
 250 PRINT AT 10,13;"...";AT 11,
13;"..."
 252 LET D=6
 255 RETURN
```

31

See how close you can come to 31 without going over. The computer picks random numbers from 1 to 11. As you ask for numbers, your total is shown to you. You may stop taking numbers at any time. It will add random numbers to its own score until it reaches 25 or more.

EXPLANATION

Line Number	Purpose
10 to 20	initialises the variables
30	the rules are printed
40	asks you if you want a number
45	lets you tell the computer yes or no
50	if you say no (N) the computer goes to line 200 (subroutine to let the computer have its turn)
55 to 80	find and display the random numbers

Key this programme in exactly. Press ENTER after each line.

```
  10 LET Z$="
            "
  19 LET Q=0
  20 LET P=0
  30 PRINT AT 0,0;"CLOSEST TO 31
 BUT NOT OVER WINS.";AT 4,3;"  YO
U  ";AT 4,20;"  COMPUTER  "
  40 PRINT AT 5,4;P;AT 16,0;"DO
YOU WISH A NUMBER?";AT 18,0;"TYP
E Y OR N."
  45 LET A$=INKEY$
  47 IF A$<>"N" AND A$<>"Y" THEN
 GOTO 45
  50 IF A$="N" THEN GOTO 200
  55 PRINT AT 16,0;Z$;AT 18,0;Z$
  60 LET C=INT (RND*11)+1
  62 LET P=P+C
  65 PRINT AT 16,0;"YOUR NUMBER
IS ";C
  80 GOTO 40
```

(Cont'd on next page.)

230 ..... this tells the computer to keep taking numbers until it gets to 25 or higher
240 to 250 .... decides who is the winner (closer to 31 but not over 31)
260 ..... lets you decide to play again if you wish
270 ..... a pause to let you think about it
280 ..... clears the TV screen
290 ..... starts the whole game again

Note:

GOTO — press the G key
CLS — press the V key
PAUSE — press the M key

```
 200 LET C=INT (RND*11)+1
 210 PRINT AT 16,0;Z$;AT 18,0;Z$
;AT 16,0;"MY NUMBER IS ";C
 220 LET Q=Q+C
 225 PRINT AT 5,22;Q
 230 IF Q<25 THEN GOTO 200
 240 IF (Q>P AND Q<32) OR (Q<32
AND P>31) THEN PRINT AT 16,0;"
          I WIN."
 245 IF (Q<P AND P<32) OR (Q>31
AND P<32) THEN PRINT AT 16,0;"
          YOU WIN."
 250 IF Q=P OR (P>31 AND Q>31) T
HEN PRINT AT 16,0;"           WE
TIED."
 260 PRINT AT 18,0;"PRESS ENTER
TO PLAY AGAIN."
 270 PAUSE 40000
 280 CLS
 290 GOTO 1
```

DECODE

This game is similar to MasterMind. You must guess a 3 digit number in eight tries. The black numbers are used to show the number of correct digits in the correct place. White shows the number of correct digits but in the wrong place.

Example:

The number is 836.

Your guess is 185: the 8 is a correct digit in the wrong place (white).

Your guess 139: the 3 is a correct digit in the right place (black).

Note:

DIM — press the D key
SLOW — press SHIFT and the D key
FAST — press SHIFT and the F key
IF — press the U key
STOP — press SHIFT and the A key

Key this programme in exactly. Press ENTER after each line.

```
  1 FAST
 10 LET Z$="
                "
 20 DIM S(3)
 30 DIM P(3)
 40 PRINT "  ■ BLACK - RIGHT PO
SITION ■     "
 50 PRINT "  ■ WHITE - WRONG PO
SITION ■     ";Z$
 60 FOR J=1 TO 3
 70 LET S(J)=INT (RND*9)+1
 80 NEXT J
 90 IF S(1)=S(2) OR S(1)=S(3) O
R S(2)=S(3) THEN GOTO 60
100 LET D=S(1)*100+S(2)*10+S(3)
110 FOR N=1 TO 8
120 LET B=0
130 LET W=0
140 PRINT "■■■";N;
145 SLOW
150 INPUT V
155 FAST
160 LET P(1)=INT (V/100)
170 LET P(2)=INT ((V-100*P(1))/
10)
180 LET P(3)=V-100*P(1)-10*P(2)
190 IF D=V THEN GOTO 390
200 FOR J=1 TO 3
210 IF P(J)<>S(J) THEN GOTO 240
220 LET B=B+1
230 LET S(J)=-1
240 NEXT J
250 FOR J=1 TO 3
260 IF S(J)=-1 THEN GOTO 300
270 FOR K=1 TO 3
280 IF P(J)<>S(K) THEN GOTO 300
290 LET W=W+1
300 NEXT K
310 NEXT J
315 LET S(1)=INT (D/100)
320 LET S(2)=INT ((D-S(1)*100)/
10)
330 LET S(3)=D-S(1)*100-S(2)*10
340 PRINT TAB 6;V;"  ■";B;" BLA
CKS  ■";W;" WHITES"
350 PRINT
360 NEXT N
370 PRINT Z$;"    *** MY NUMBER
WAS ";D;" ***"
380 STOP
390 PRINT TAB 6;V;"  ■";B;" BLA
CKS  ■";W;" WHITES"
400 PRINT Z$;Z$;"  ■■■ GREAT, "
;V;" IS RIGHT ■■■"
410 STOP
```

SNAIL RACE

In this programme, 4 "snails" race across your TV screen to a finish line. Can you pick a winner? You can place a bet on the snail of your choice. You start with $50 but the sky's the limit to the amount you can win. The snails move randomly so no pattern of winners can be set up. Your guess as to the winner is as good as the computer's.

EXPLANATION

Line Number	Purpose
1	sets the copyright
5 to 40	tells the computer the value of the different variables (called initialising the variables)
70	prints how much money you have and asks you to make your bet
75	lets you tell the machine how much you want to bet
77	here the computer checks to be sure you have enough money to cover your bet (if you don't, it asks again for your bet)
80	asks you which snail you are betting on
85	lets you tell the computer your choice
100	starts the race
110 & 120	moves the snails randomly across the screen until one touches the finish line
125	subtracts your bet from your money if you lose
130	if your snail won the computer is sent to a subroutine at line 300 (that's a mini-program inside a program)

Subroutine

300	tells you that you won
305	adds your winnings to your total money
308	prints out your new total of dollars
310	a slight pause
350	back to the game (this sends the computer back to 140)

Return

140	clear the TV screen
145	if you're out of money the game stops
150	if you still have money, the game starts again (go to line 10)
200 to 235	these are the routines that move the snails

Note: to get the white on black characters use the graphics mode (see the Dice Throw program).

Key this programme in exactly.
Press ENTER after each line.

```
  1 REM © 1983 I.P.S.
  5 LET S=50
 10 LET X=0
 20 LET C=0
 30 LET V=0
 40 LET B=0
 60 PRINT AT 3,0;"[■]""";AT 6,0
;"[■]""";AT 9,0;"[■]""";AT 12,0;
"[■]"""
 70 PRINT AT 15,5;"YOU HAVE $";
S;AT 0,4;"[■■■■■■■■■■]"
 75 INPUT A
 77 IF A>S THEN GOTO 75
 80 PRINT AT 0,4;"WHICH SNAIL?
"
 85 INPUT H
100 PRINT AT 0,4;"THEY""RE OFF
"
110 GOSUB (200+10*INT (RND*4))
120 IF X<27 AND C<27 AND V<27 A
ND B<27 THEN GOTO 110
125 LET S=S-A
130 IF (X=27 AND H=1) OR (C=27
AND H=2) OR (V=27 AND H=3) OR (V
=27 AND H=4) THEN GOSUB 300
140 CLS
145 IF S<=0 THEN STOP
150 GOTO 10
200 PRINT AT 3,X;" [■]"""
205 LET X=X+1
207 RETURN
210 PRINT AT 6,C;" [■]"""
212 LET C=C+1
215 RETURN
220 PRINT AT 9,V;" [■]"""
222 LET V=V+1
225 RETURN
230 PRINT AT 12,B;" [■]"""
232 LET B=B+1
235 RETURN
300 PRINT AT 0,4;"YOU WIN
"
305 LET S=S+5*A
308 PRINT AT 15,15;S
310 PAUSE 150
350 RETURN
```

You could be a published programmer

These programme printouts are our attempt at interesting 2K programmes. We felt in this first issue of TimeNet we should include only 2K printouts so that everyone could play!

We are sure you have better ideas than we do. We would like to print your programmes. We'll even pay you $5 for each one we use. Send us your programme printouts extremely neatly written, printed clearly or on cassette. Mail them to:

Programme Printouts
Timex Canada Computer Club
3948 Chesswood Drive
Downsview, Ontario
M3J 2W6

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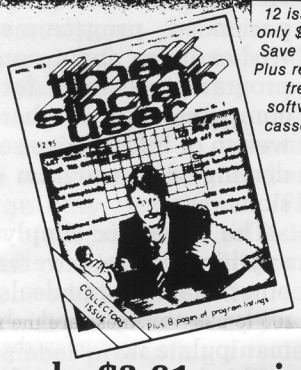

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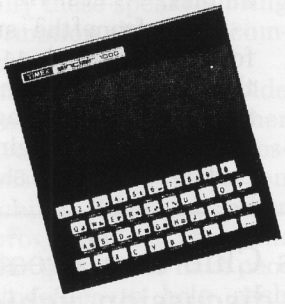

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TIMENET BOOK REVIEW

Bantam Books gives you the $3.95 bargain

Mastering Your Timex Sinclair 1000 Personal Computer

Mastering Your Timex Sinclair 1000 Personal Computer by Tim Hartnell and Dilwyn Jones. Bantam Books, Inc. 208pp pocket paperback. Available in most bookstores throughout the U.S. and Canada for $3.95.

This book is really an extension of the manual included with the computer. It is meant to be used as a tool with the computer, to help one learn more about it and how to become an efficient programmer.

Beginning with a foreward and introduction, the book is divided into 18 chapters, which follow in a logical order, and concludes with an appendix. The introduction simply aids the user in finding his way about the keyboard and using its various modes.

Chapters 1 and 2, and part of 3, deal with the PRINT statement and its formatting commands TAB and AT. There are ample sample programs dealing with the commands, semicolon, comma and quotes. A portion of chapter 3 goes over the loading and saving of programs and covers some problems the beginner will experience.

Chapter 4 is the shortest in the book, being only one page, and quickly, but effectively, covers the unconditional GOTO statement and its ability to act on calculations.

Random numbers are dealt with in chapter 5, explaining what they are, what they can do, and how they are generated and manipulated.

Chapters 6 and 7 deal with simple variables, strings and the INPUT statement, respectively. A great deal of information is given on INPUT, not so much on the statement itself but on the methods of dealing with and trapping entries.

Chapter 8 extends the use of GOTO covered in chapter four and discusses the uses of conditional GOTO's using IF/THEN. A lot of information is given to byte-saving ideas on creating conditionals without using IF/THEN. The use of FOR/NEXT loops follows in chapter 9 with several programs to demonstrate. Then comes chapter 10 with information on GOSUB and RETURNS.

More knowledge on variables is presented in chapter 11 on arrays and how to handle them including information on the functions STR$ and INKEY$. Something incorrect noted in this chapter are two timing programs presented on pages 88 and 89. In North America televisions run on 60Hz, not 50Hz, and unless the division factors of these two programs are changed to 60 from the 50 listed, they won't time properly.

Chapters 12 and 13 forge ahead with the display and moving graphics. The arithmetic functions are looked at in chapter 14 along with function priorities.

PEEKs and POKEs, two taboo subjects in most manuals, are covered with enough detail in chapter 15 that even the most inexperienced beginner would be able to understand the workings of these commands. The rest of the chapter deals with some interesting uses of the commands to ready the user for machine code.

Business applications are shown in chapter 16, while chapter 17 goes about explaining how to improve programs the user will write.

The last chapter, 18, will prove to be of most use to the experienced programmer who wishes to go about converting programs written for other computers. In it there is a wealth of informative segments dealing with program conversions.

The appendix simply covers anything not yet covered by the other chapters, but deals mostly with memory and how to manipulate it.

This book does not deal with Machine Code, (although one useful MC routine is provided). That, I feel, is a plus, as the book was meant for the beginner and should not confuse him with unnecessary jargon. What it does well is explain BASIC, through abundant program examples.

Aside from the small error found in chapter 11, at $3.95, the book is a bargain and there should be something in it for everyone, from beginner to expert.

reviewed by Sheldon Maloff

Your Letters A User's Club is a great cross-country discussion vehicle

The main idea of the Timex Canada Computer Club is to be of service to you, the T/S1000 user. We can best do this by hearing from and responding to your requests, problems, and advice. Also, you can exchange ideas, programming techniques, technical information, and useful advice. Send your contributions to:

The Editor, TimeNet
3948 Chesswood Drive
Downsview, Ontario M3J 2W6

Start Your Own Local Timex User Group

Follow our guide for an easy step-by-step method

A Timex Canada User Group is a group of people meeting together to share ideas, discuss problems and find answers all relating to the Timex Sinclair family of computers. Usually the group meets once a month, but a schedule designed to answer the members' needs quickly emerges. The meetings often have time set aside for formal presentations, informal discussions and special activities.

The formal presentation may be a group member presenting a review of a piece of software, hardware, book or magazine. These presentations are extremely useful to other members. People involved professionally with T/S computing can be invited to speak to your group. They may be from Timex or one of the other publishers, manufacturers or distributors of T/S products. Usually these speakers bring special information about T/S computing to your group.

The informal discussions provide a time for members to help other members directly. During these sessions lessons may be given on BASIC, Machine Code, or other aspects of programming. The main purpose of the group is to have people come together to help each other out. These informal times at your meetings will give your members a chance to use their particular expertise to help other members.

Many special activities could take place at each meeting. You could establish a library. In this way books, tapes, harware, and magazines are made available on a loan basis to group members. Often publishers will donate some products for inclusion in such a library. A chapter newsletter is always fun and useful to put out. It will inform your members of local happenings, up-coming events and what took place at the last meeting. Another activity could be a products and software exchange. This allows members to trade, buy or sell items at club meetings.

Timex/Sinclair Computer User Clubs in Canada

The ZX81 was the prototype for the now popular T/S1000. Many people in Canada own a ZX81 and belong to one of the many user groups out there. We want to publish your group's name and address to allow new T/S1000 owners to get in touch with you. There are thousands of new owners out there looking for you. Write to:

User Clubs
Timex Computer Club
3948 Chesswood Drive
Downsview, Ontario M3J 2W6

In an upcoming issue we will print a list of clubs across Canada.

If you don't know of a club in your area but want to start one, write to us and we'll list that fact in our bulletin board space in our next issue.

5 Steps To Setting Up Your Timex User Group

1. Write to us. We will provide personal assistance to your new group.
2. Set a place, time and date for your first meeting. Often the organizer uses his/her own home for the first one. Other locations could be:
   - ★ the local library
   - ★ a vacant classroom or gym
   - ★ a church hall
   - ★ a community hall
   - ★ a university lecture room
3. Advertise your first meeting. Radio stations in Canada provide a free announcement service. Newspapers also may give you free space. The local "gossip" editor may run a notice for you. The science editor may see it as a "good" story. Magazines such as Timex Sinclair User magazine offer free bulletin space to user groups.
4. Set up a loose agenda for the first meeting. It could include some form of getting acquainted exercise, a statement of the purpose of the group and a feedback system to let you know what the members want to see at the meetings.
5. Gather the names and addresses of the users and set a time and place for the next meeting.

Most groups begin with under a dozen members but grow very quickly. The important things seems to be your initial interest and excitment. After the first meeting we're sure your group will take on a force and drive all its own. Call or write us. Let us help you get started. Good luck!

Best Selling Games & Software

Chess Choose from 4 games, for beginner to Master!

Beginner (1K) Chess A single level of play introduces Chess. Z87 **$12.95**

2K Chess (for unexpanded **TS1000**) Better graphics and a vastly improved range of moves. Z55 **$19.95**

Chess 1 (Enhanced) 16K Full graphics display with six levels of play. Choose black or white. Castling and en passant. Save games in progress. Z85 **$19.95**

Chess II Master The ultimate 16K chess for **TS1000**. 7 levels of play. Highest rating by Timex Sinclair User magazine. Z86 $29.95

KRAKIT™

Bored with crosswords? Want a real mental challenge? Try solving **KRAKIT**, the ultimate adventure and treasure hunt for the personal microcomputer. **KRAKIT** consists of 12 clues that will lead you around the world in search of 12 cities, 12 countries and 12 numbers. And if you are clever enough to be the first to solve these clues, then you can win at least **$20,000** prize money. Each cassette also includes a full sized **KRAKIT** poster at no charge!

Z48 **$19.95**

Gobbleman

Arcade action fun for the family. A superb realization of this exciting classic game, showing the true capability of the **TS1000** and **ZX81** computer. Written in machine code, this one is fast, fun and challenging.

Z70 **$19.95**

Run the Country

A strategy game of political and financial management. What would you do if you ran a country? Here you can grapple with problems like inflation, unemployment, foreign currency exhange. It's both fun and educational. Can you do better than the politicians?

Z77 **$15.95**

Galaxy Invaders

Another arcade classic, masterfully translated to the **TS1000** and **ZX81**. Protect your seven lives against fleets of hostile invaders. Fast, exciting and unpredictable.

Z91 **$19.95**

FASTLOAD

An incredible breakthrough in **TS1000** and **ZX81** software development. Enables you to load and save programs up to 6 times faster than normal. You can easily convert your existing programs into new I.P.S. **FASTLOAD** programs. And unlike other systems, **NO ADDITIONAL HARDWARE** is required! **FASTLOAD** has won rave reviews from users, and has proven to be exceptionally reliable in test after test. Occupies only 1/2K of memory. Additional features include verification of proper loading, and catalog of program names and memory usage. Complete with comprehensive user manual.

Z61 **$24.95**

Tiny Logo

Let the world of computers become a comfortable one for your child through the use of this powerful and fun teaching language. In the age of the computer, **Tiny Logo** is the key to helping your child to learn and understand real computer programming. (Tiny Logo is a sub-set of the popular MIT Logo)

Z111 **$24.95**

Home Money Manager

This complete home budgeting system allows you to establish your own budget categories, keep track of monthly bills and income, and do a monthly and year end balance sheet. No bookkeeping knowledge is needed.

Z104 **$19.95**

ZX Scramble

You are flying into the heart of alien territory. As you dodge in and out of the rapidly changing terrain you fire laser rockets and bombs at the enemy weapons installations. They respond with missiles and flying bombs. Destroy them before they destroy you!

Z90 **$19.95**

Trader

A trilogy of 16K programmes that combine to give an epic 48K graphic adventure. As a galactic trader, you deal with some very bizarre customers indeed. Will you live to tell the tale?

P10 **$19.95**

Alien Space Ship

A long, involving word adventure game for the **TS1000** and **ZX81**. While on space reconnaissance, your ship has been dragged onto an enemy space cruiser. They are intent on taking humanoid life forms as slaves. You must reach their computer room and release your ship. Fast and varied responses arise and there are many different ways to win the game.

Z81 **$19.95**

Keys to Gondrun

Another involving fantasy word game in which you travel beneath the Enchanted Forest in search of the missing keys of Gondrun the Wizard. Program features real time monster fights at 6 skill levels. There are alternative responses to ensure a different game every time.

Z95 $12.95

ZX FORTH

FORTH is an interactive, compiled language that expands the capabilities of the **TS1000** and **ZX81**. It has the simplicity of BASIC but runs up to ten times faster! **FORTH'S** most distinctive feature is its flexibility. Its unit is the WORD. The programmer can use existing **WORDS** to define new ones. **ZX FORTH** has over 250 commands and occupies only 6K of memory. Works on 16 bit numbers, and also includes some 32 bit arithmetic routines. Comes complete with a comprehensive 60-page user programmer manual.

Z43 **$39.95**

Computerized Diet Program

Z47 $39.95

Gain control over your eating patterns. This is an individually tailored, systematic weight loss program. Uses a personal status assessment. Based on your assessment, the **TS1000/ ZX81** becomes your monitor and feedback system, allowing you to discretely track yourself against your optimum model. Complete with a 22 page Guide Book, personal data storage tape, and vinyl storage case.

ZX Assembler

This Machine Code program occupies 7K of memory and locates itself at the top of memory. The program is a full Editor/ Assembler and Monitor. Labels may be used instead of any string. The features include Line Insertion/Delete, Insert Characters, Auto Repeat on all keys. The monitor has facilities to inspect memory, registers and run machine code programs.

Z40 **$19.95**

Z-AID

Z-AID is a programmer's tool, adding 5 important functions to **T/S 1000, ZX81** computer. **VERIFY** checks for corrupted program saves; **MSAVE** will copy any continuous block of memory between 0 and 32767; **MLOAD** allows entry to the memory saved using **MSAVE**; **TPTR** allows instant access variables; **CHAIN** links two **BASIC** programs together.

Z98 **$19.95**

ZX Bug

Machine Code Monitor and Disassembler

ZXBUG is a powerful tool for machine language programming. It is 4K long and uses memory from 71EO to the top memory. **ZX BUG** works in hexadecimal (base 16), not decimal, so all addresses are a maximum of 4 Hex bits long. Provides a total of 28 commands.

Z41 **$19.95**

Available from your local dealer.

For locations see listing on the inside front cover.

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CURSORS AREN'T "BAD-MOUTHERS"

The cursor on the screen is a message from your T/S1000 to you. Inside that black square is a white letter and it has meaning. Each cursor carries a different message from the computer about what is happening.

K This tells you your computer is in the COMMAND mode; that the computer is waiting to start. This is the cursor you see when you first turn the computer on. In this mode (condition of the computer), you can only enter special commands.

1. You can enter numbers to start a programme line or statement.
2. You can enter computer commands such as SAVE, LOAD, PRINT, GOTO, AT, etc.

L This cursor means LITERAL. The computer will now interpret the keys you press as the letter or large symbol on that key.

1. You can now enter the number or letter on the key. If you want a J you simply press the J key.
2. You can enter the words or characters in red on the keys by pressing SHIFT and the key you want at the same time.

To change back from **L** to **K** you can do one of four things:

1. Press ENTER. If your statement has no error in it, the computer will carry out what you have told it to do and return to the **K** mode.
2. Press SHIFT and EDIT at the same time. The EDIT key is the number 1 key.
3. Press DELETE until everything is erased and the **K** will automatically return. To DELETE press SHIFT and the 0 key at the same time.
4. Unplug the power and then plug it in again. This will erase everything in the computer's memory and start you all over again.

F This is the FUNCTION mode. You get this cursor by pressing SHIFT and ENTER at the same time. You can release the SHIFT key. Now you can enter any of the white words written beneath the keys. After you enter one of the white words, the cursor will change to **L**.

G This is the GRAPHICS mode. You use this to change from black print on a white background to white print on a black background or to get the different shapes on keys A, S, D, F, G, H, Q, W, E, R, T, Y, 1, 2, 3, 4, 5, 6, 7, or 8. To enter this mode, press SHIFT and GRAPHICS (9 key) at the same time. To leave this mode, repeat that action.

S This is the ERROR or SYNTAX cursor. In programming, as in English, there is a grammar. If you make a syntax (grammatical) error in typing in your programme, the computer tells you by putting the **S** cursor at approximately the point of the error. If you know the error you've made, press SHIFT and the correct arrow key (5 or 8) to move to the error point. Correct it and the computer leaves the **S** mode. If you're not sure of the error, delete the line (SHIFT and 0 key) and start again.

Each of these cursors is explained in more detail with examples in your manual.

Sir Clive and the Computer

Clive Sinclair developed the ZX80 and ZX81 computers in the U.K. Those two machines are the prototypes for the T/S1000. Together, they have become the most widely used personal computers in the world, outselling all others.

To honour his work in computers and for the advances in electronic technology he has helped bring to fruition, Clive Sinclair has been made a knight by Queen Elizabeth II. Now it's Sir Clive!

Coming In Issue #2

* 5 New programme printouts
* Lesson 1 in "Learning How To Programme"
* A look at Sir Clive, the inventor of the ZX80, the original T/S1000.
* More software packages reviewed
* What is Machine Code?

JOIN THE TIMEX CANADA COMPUTER CLUB
RECEIVE 50% OFF THIS SOFTWARE!

To celebrate the launching of the new Timex Computer Club, Timex is making this fantastic cash rebate offer. Buy any of these cassettes at your local dealer and get half your money back . . . a $52.96value! This offer is for new members only.

TIMEX SOFTWARE FOR BUSINESS

VU-CALC

This is the Timex version of the most useful of all the business programmes. This programme constructs spread sheets, generates new data based on your individual input, structures detailed budget sheets, allows in depth financial analysis and makes projections. An invaluable tool in business or financial planning. This programme will save you time, energy and possibly money.

Regular retail value $27.99
Cash back coupon 13.99

Members only $14.00

TIMEX SOFTWARE FOR ENTERTAINMENT

THE FLIGHT SIMULATOR

You are in control of an airplane making your final approach for landing. You view the landing strip through the cockpit window on your TV screen. You have a full instrument panel in front of you telling you your air speed, altitude and the flying conditions you are facing. Your fuel supply is limited, so you only have one chance at it. A very realistic simulation of an actual flight.

Regular retail value $27.99
Cash back coupon 13.99

Members only $14.00

TIMEX SOFTWARE FOR GAMES

FROGGER

The classic game can now be played on your home computer. The official Frogger game for the T/S1000. Machine code programming gives it arcade action and speed. Get your frog across the road through roaring traffic! Avoid the turtles and snakes . . . if you can. A great version of a great game!

Regular retail value $24.99
Cash back coupon 12.49

Members only $12.50

TIMEX SOFTWARE FOR THE HOUSEHOLD

THE BUDGETER

After loading, this program leads you step-by-simple-step through the process of establishing your budget on computer. Using this program, you will be able to accurately track your expenditures as against your projections, your personal spending habits as well as your savings. Eighteen pre-set categories including food, clothing, rent/mortgage, medicine and education make it easy to enter and maintain your own computer-organized budget.

Regular retail value $24.99
Cash back coupon 12.49

Members only $12.50

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1 Membership fee $14.95

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3. **Eleven issues** of the T.C.C.C. newsletter over the next twelve months.
4. **Money-saving bonus offers** in every issue of the T.C.C.C. newsletter.